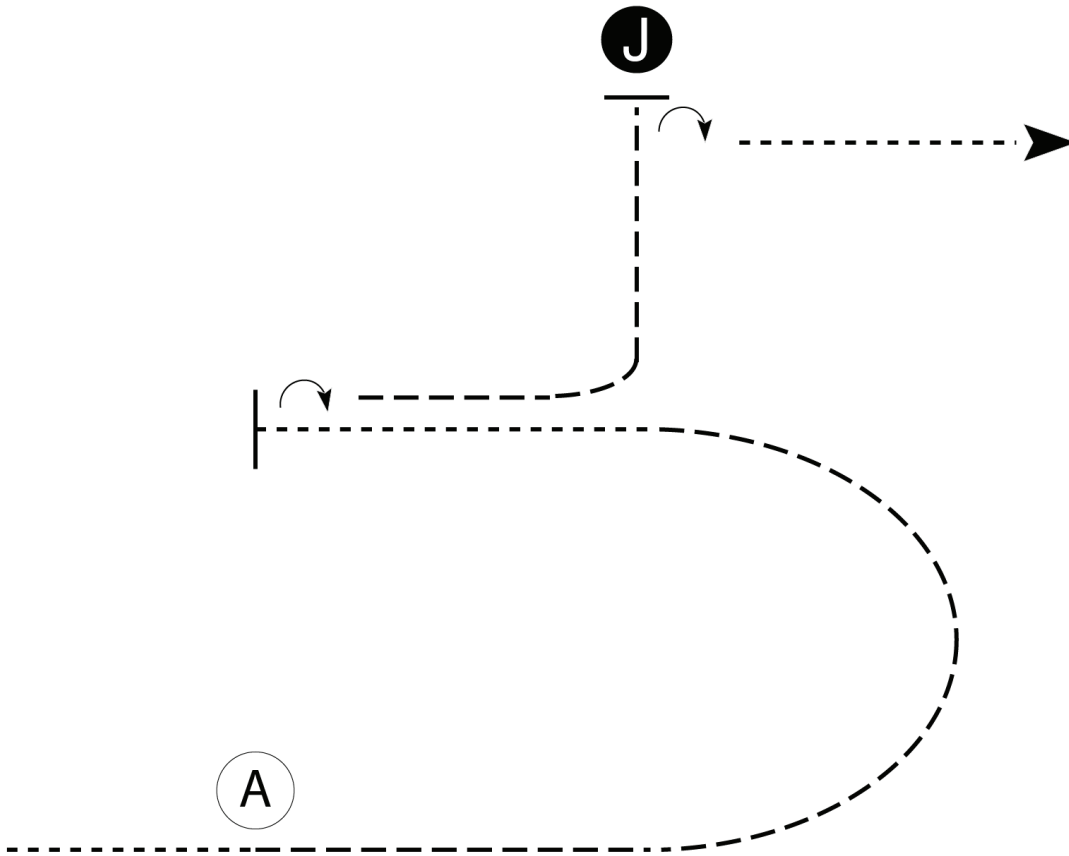


# Showmanship (Level 1 & Small Fry )

Show Date:



Be ready before A.

1. Walk to A.
2. Trot in a half circle until even with Judge.
3. Walk in a straight line until even with A.
4. Stop and perform a 1/2 turn.
5. Trot an arc to judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 1/4 turn and walk straight away.

Follow the instructions of your ring steward.

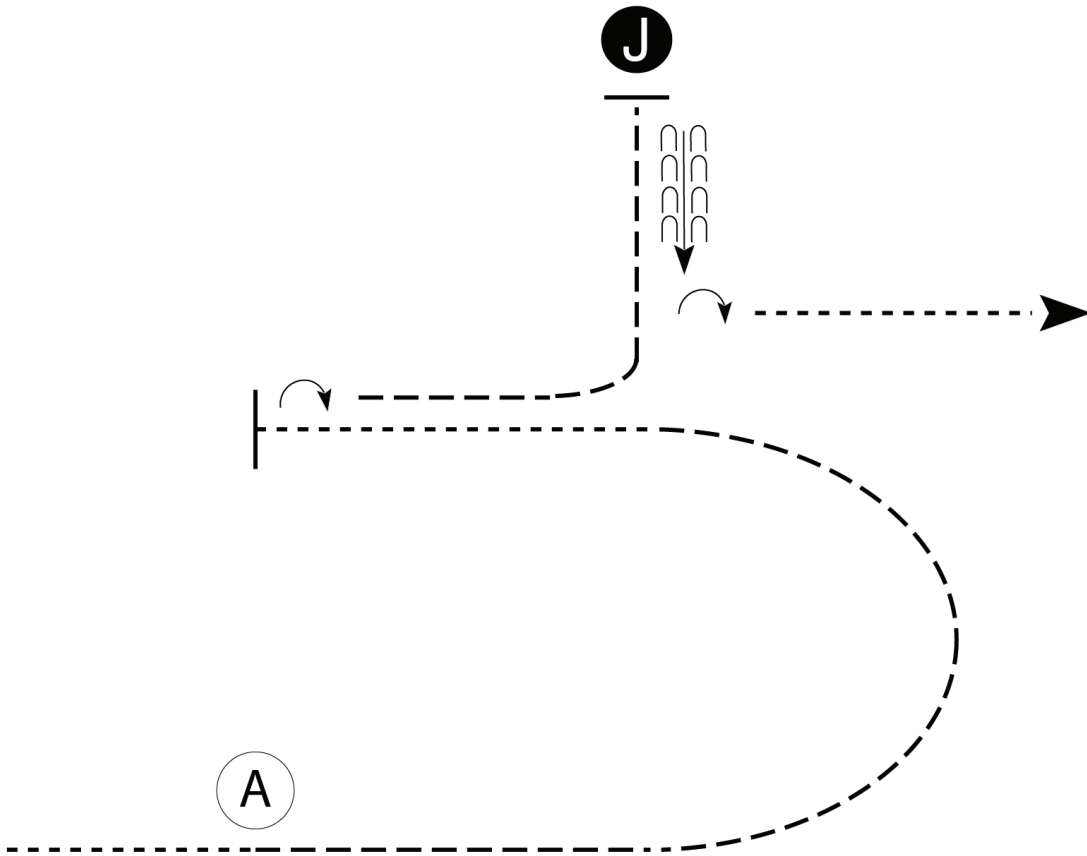
Walk	-----
Trot	- - - - -
Back	←
Marker	ⓑ
Judge	ⓐ

# Showmanship (Amateur, Select, Youth)

Show Date:

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready before A.

1. Walk to A.
2. Trot in a half circle until even with Judge.
3. Walk in a straight line until even with A.
4. Stop and perform a 1/2 turn.
5. Trot an arc to judge.
6. Stop and set up for inspection.
7. When dismissed, back approximately one horse length.
8. Perform a 1/4 turn and walk straight away.

Follow the instructions of your ring steward.

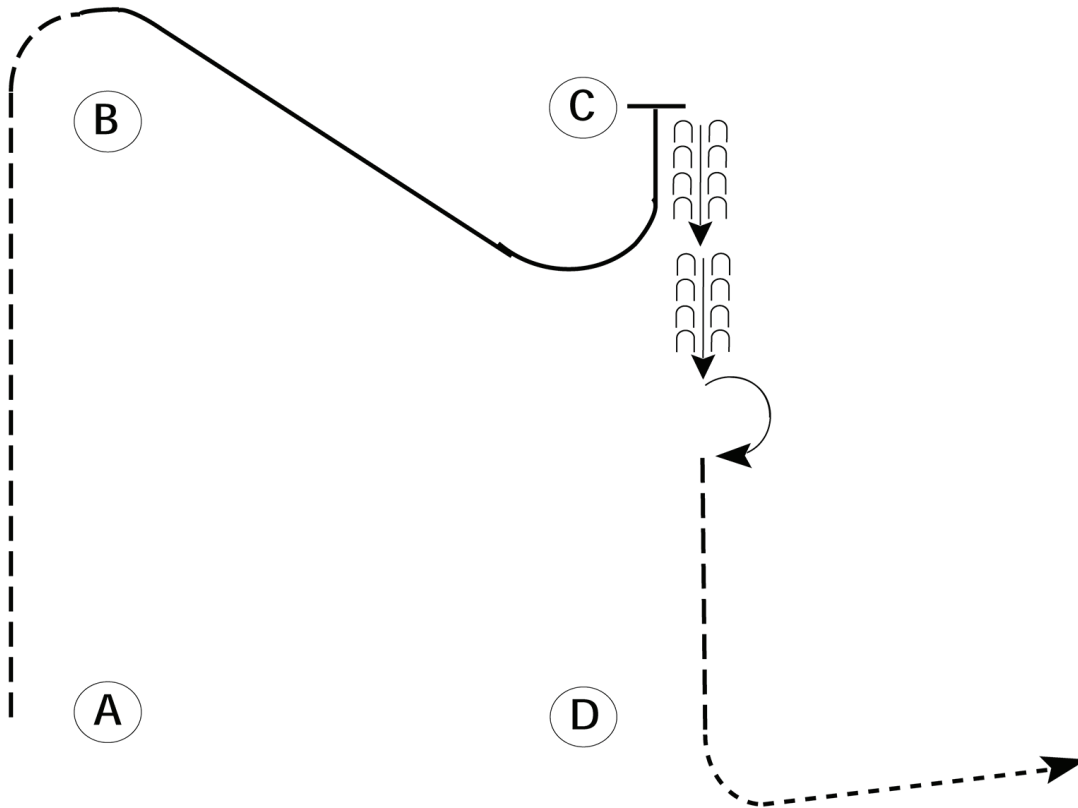
- Walk -----
- Trot - - - - -
- Back ←
- Marker (B)
- Judge (J)

# Horsemanship (All Level 1)

Show Date:

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Be ready at A.

1. Jog to B.
2. At the top of B, pick up the left lead.
3. Lope on the left lead to C.
4. Back approximately one horse length.
5. Turn 180 degrees to the right.
6. Jog to D.
7. Walk at D and turn to the left.

Follow the instructions of your ring steward.

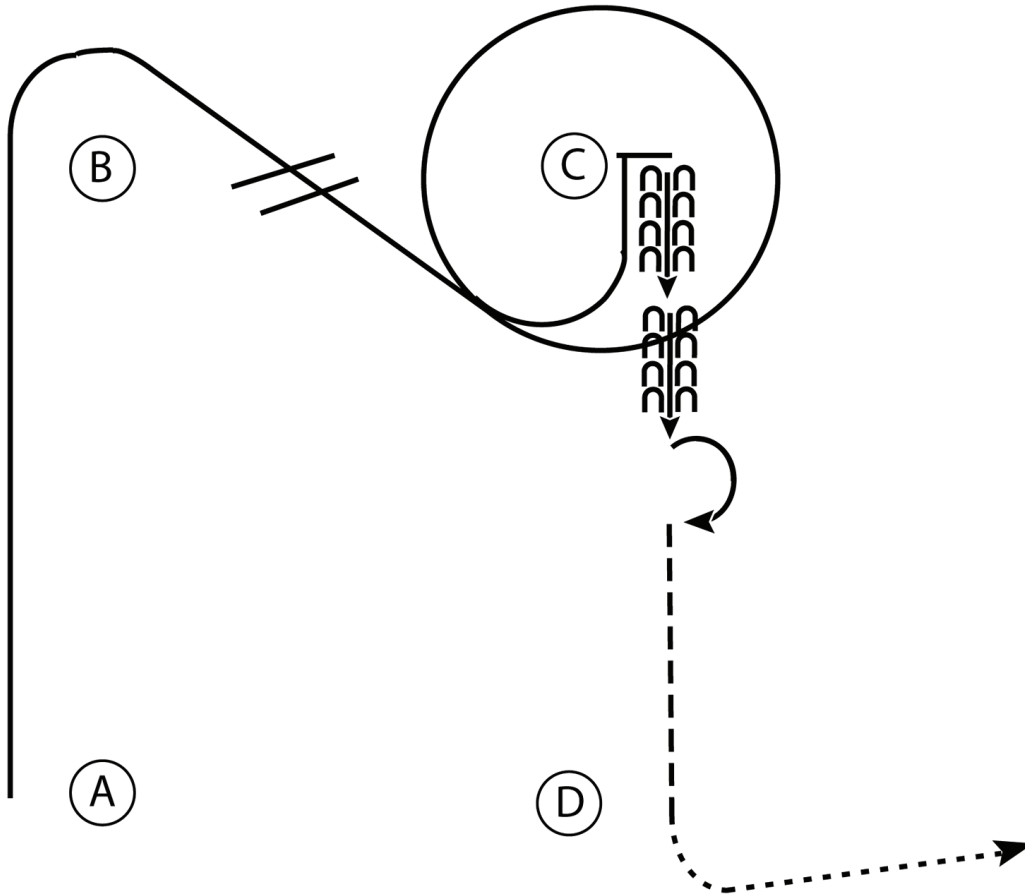
<b>Walk</b>	-----
<b>Jog</b>	- - - - -
<b>Extended Jog</b>	- - - - -
<b>Lope</b>	—————
<b>Leg Yield</b>	
<b>Lead Change</b>	—/—
<b>Back</b>	← ←
<b>Marker</b>	⊙ B
<b>Sidepass</b>	←-----→

# Horsemanship (Youth, Amateur, Select)

Show Date:

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1. Start at A. Right lead lope around B.
2. Perform a simple or flying lead change to the left lead lope.
3. Lope a circle around C.
4. Stop when even with C.
5. Back five steps.
6. Perform a 180 degree turn to the right on the hindquarters.
7. Jog to D.
8. At D walk. Walk to the line-up.

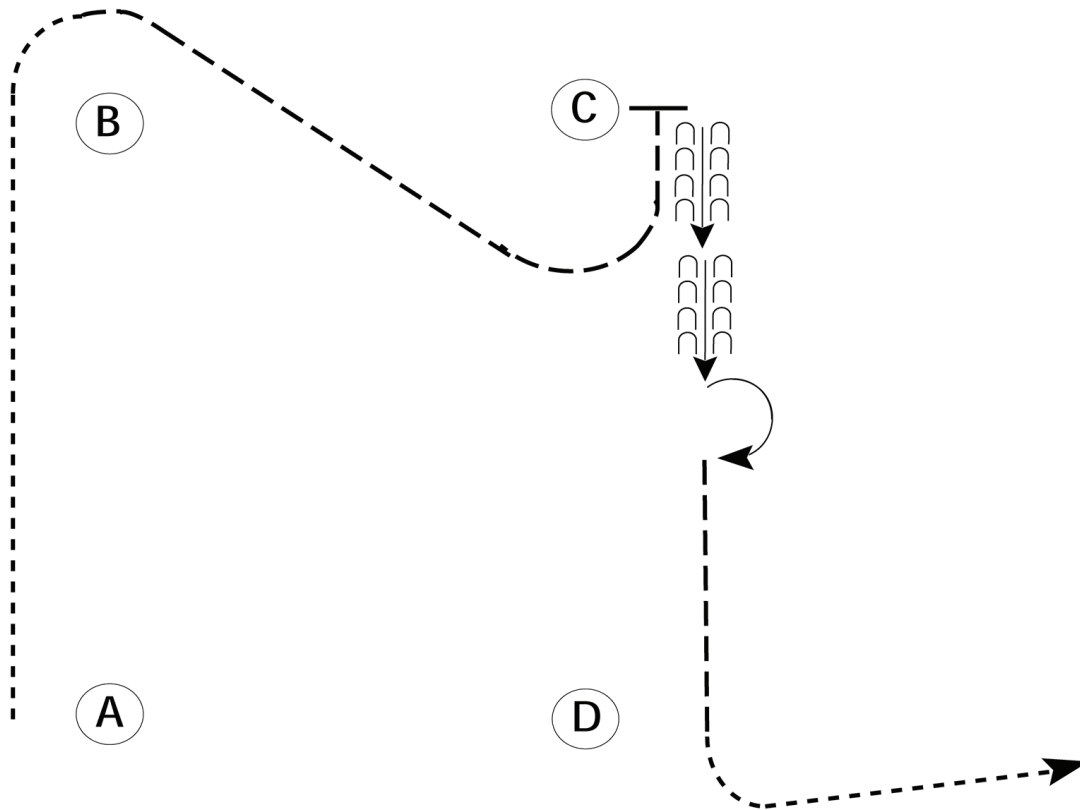
Walk	.....
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	⚡
Back	←←←←←
Marker	Ⓚ
Sidepass	←-----→

# Horsemanship (All Walk/Jog)

Show Date:

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

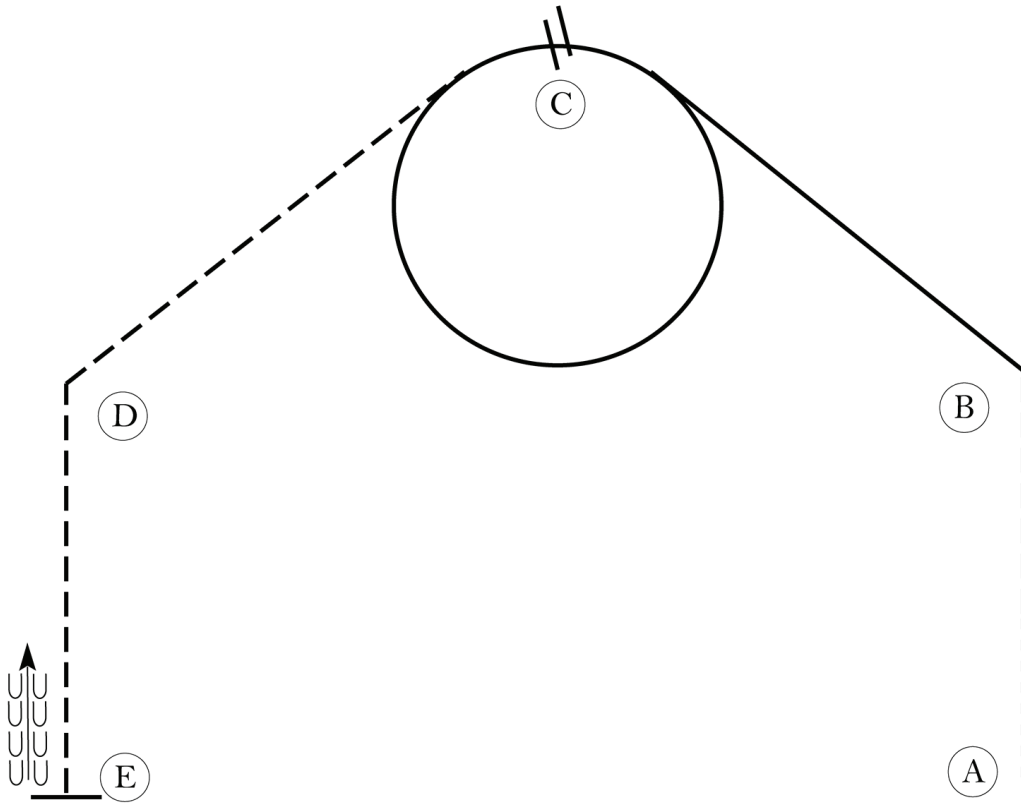
1. Walk to B.
2. At the top of B, begin to jog.
3. Jog to C.
4. Stop and back approximately one horse length.
5. Turn 180 degrees to the right.
6. Jog to D.
7. Walk at D and turn to the left.

Follow the instructions of your ring steward.

<b>Walk</b>	-----
<b>Jog</b>	- - - - -
<b>Extended Jog</b>	- - - - -
<b>Lope</b>	—————
<b>Leg Yield</b>	
<b>Lead Change</b>	↻
<b>Back</b>	← C C C ← C C C
<b>Marker</b>	⊙ B
<b>Sidepass</b>	←-----→

# Equitation (All Level 1)

Show Date:



Be ready at A.

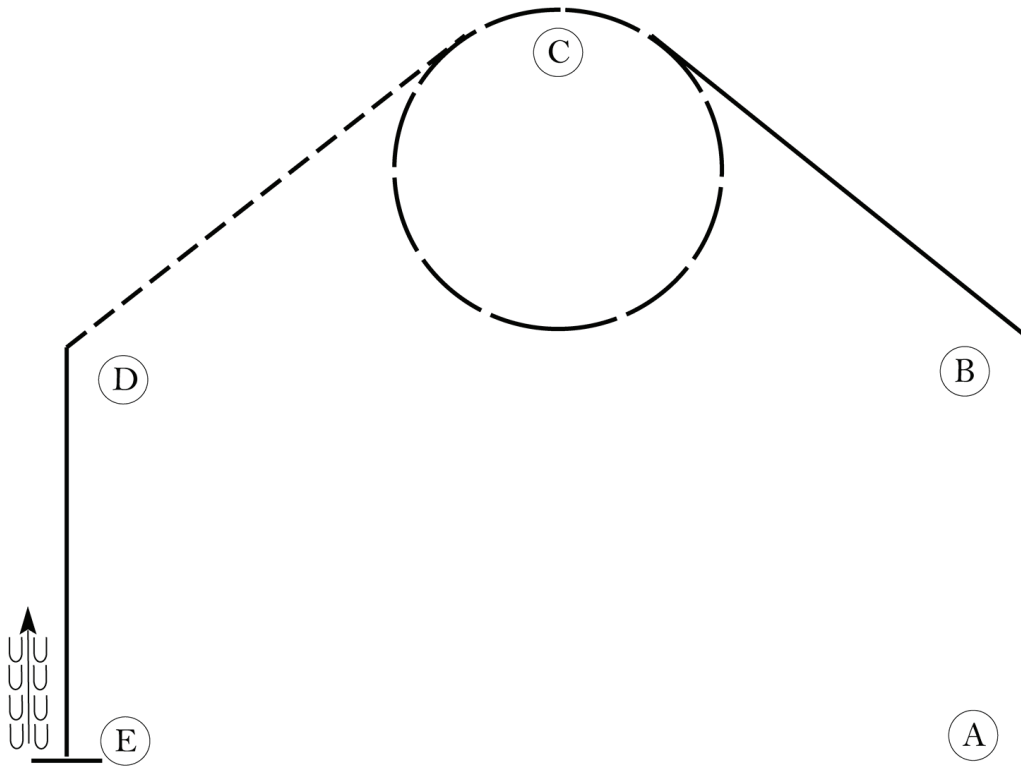
1. Walk approximately 2 horse lengths from A.
2. Trot on the right diagonal to B.
3. Canter on the right lead to C.
4. Perform a simple lead change at C.
5. Canter a circle on the left lead around C.
6. Sitting trot to D.
7. Trot on the left diagonal to E.
8. Halt at E and back approximately one horse length.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↙ ↘
Back	← ← ← ← ←
Marker	Ⓚ
Sidepass	← — — — — →
Hand Gallop	— — — — —

When dismissed, follow the instructions of your ring steward.

# Equitation (Youth, Amateur, Select)

Show Date:



Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Trot on the right diagonal to B.
3. Canter on the left lead to C.
4. Hand gallop a circle around C.
5. Trot on the left diagonal to D.
6. Canter on the right lead to E.
7. Halt at E and back approximately one horse length.

When dismissed, follow the instructions of your ring steward.

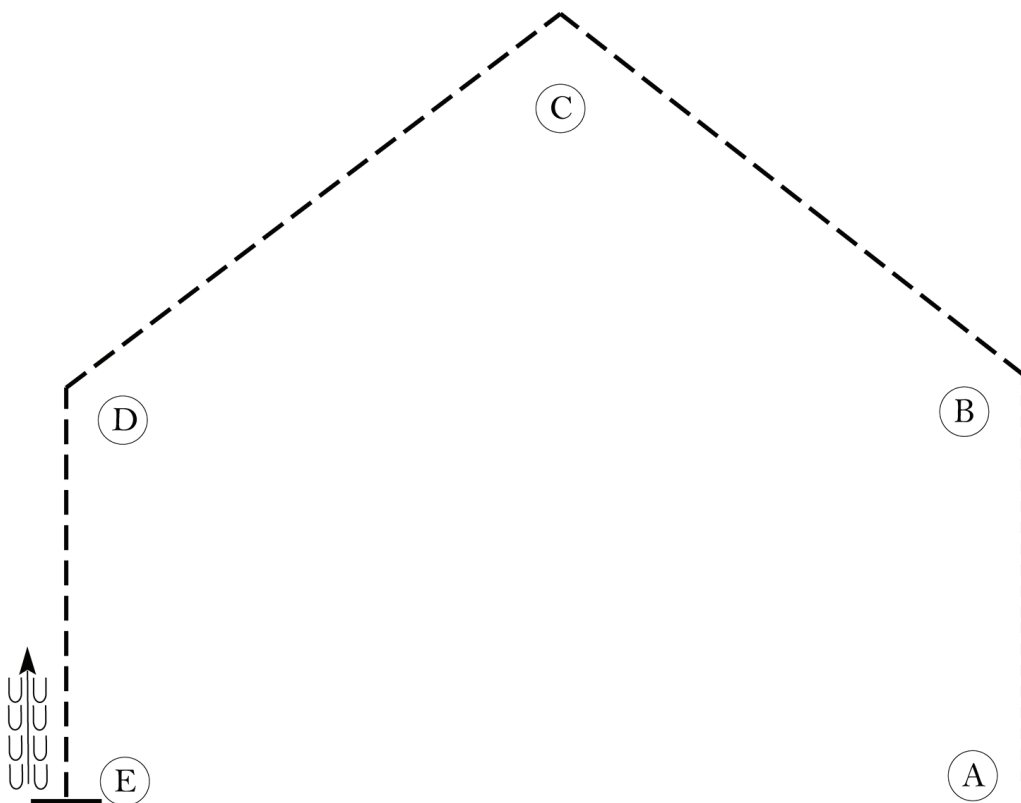
Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↙ ↘
Back	← ← ← ← ←
Marker	⊙ B
Sidepass	← - - - - →
Hand Gallop	— — — — —

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# Equitation (All Walk/Trot)

Show Date:



Be ready at A.

1. Walk to B.
2. Trot on the left diagonal to C.
3. Change diagonals and trot on the right diagonal to D.
4. Sitting trot to E.
5. Halt at E and back approximately one horse length.

When dismissed, follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	—————
Leg Yield	
Lead Change	↙
Back	←←←←←
Marker	Ⓚ
Sidepass	←←←←←
Hand Gallop	—————

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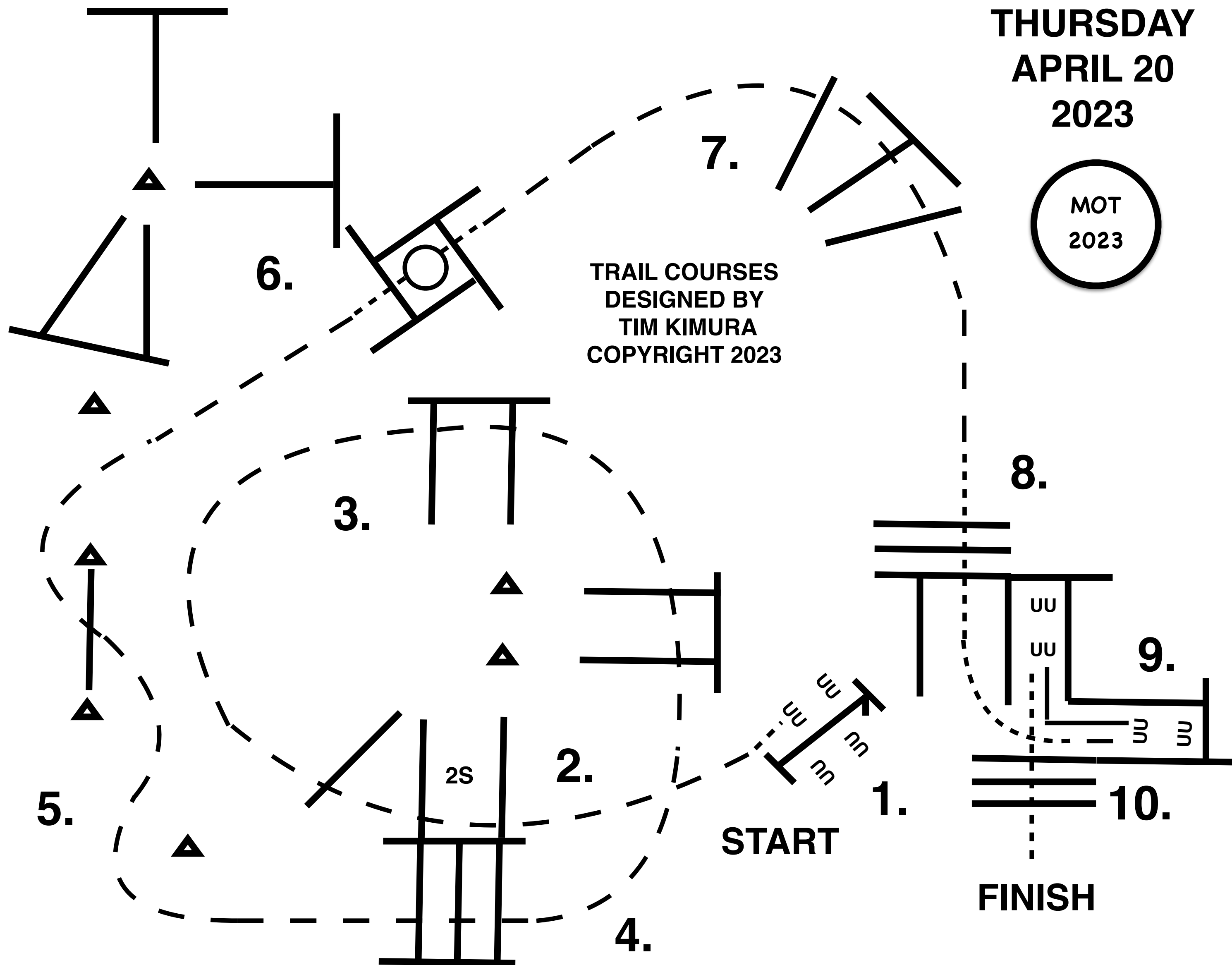
**2023 CQHA  
SPRING BREAKOUT**

**L1 W/T YOUTH TRAIL  
L1 W/T AMATEUR TRAIL**

**THURSDAY  
APRIL 20  
2023**

MOT  
2023

TRAIL COURSES  
DESIGNED BY  
TIM KIMURA  
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1. WORK GATE LEFT HAND, OPEN RIDE THROUGH, CLOSE GATE.
2. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
3. JOG OVER POLES.
4. JOG OVER POLES.
5. JOG THROUGH SERPENTINE, JOG OVER POLES.
6. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
7. JOG OVER POLES.
9. STOP OR BREAK TO THE WALK, WALK OVER POLES, WALK INTO CHUTE.
10. BACK BETWEEN POLES, BACK AROUND CORNER.
11. WALK OUT CHUTE, WALK OVER POLES.

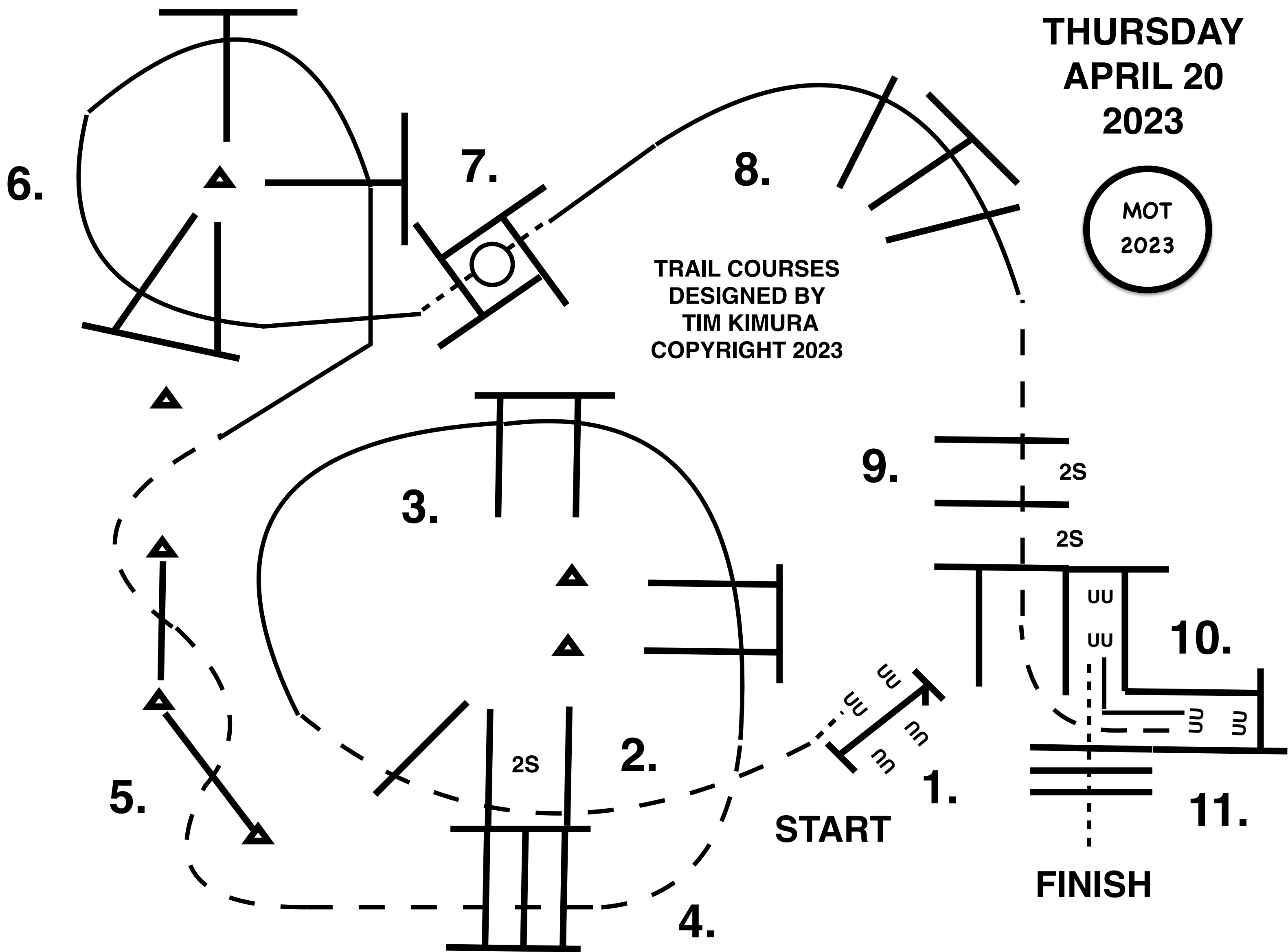
**2023 CQHA  
SPRING BREAKOUT**

**L1 TRAIL - L1 SELECT  
L1 AMATEUR - L1 YOUTH  
JUNIOR L2,L3 - YOUTH**

**THURSDAY  
APRIL 20  
2023**



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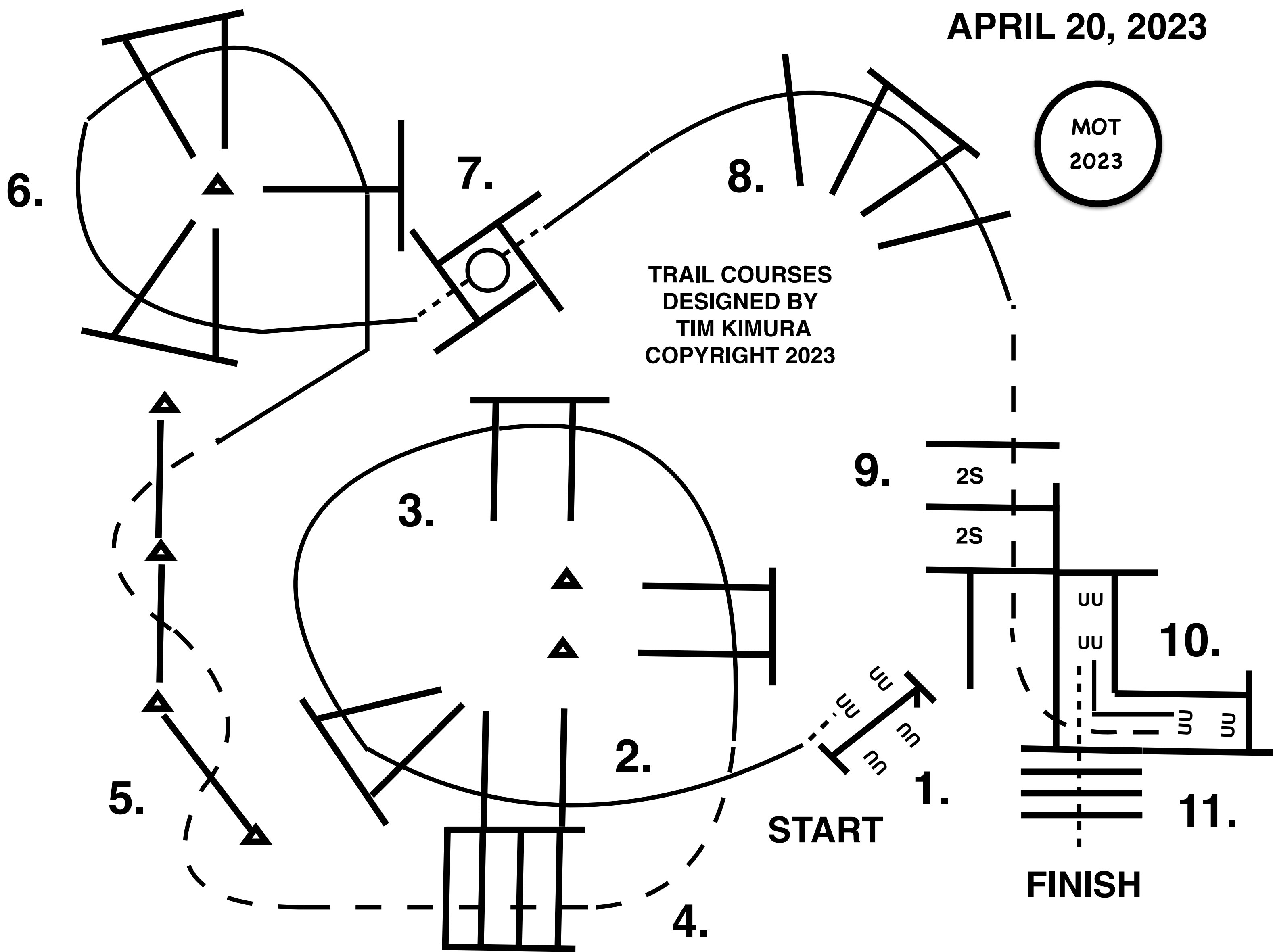


1. WORK GATE LEFT HAND, OPEN RIDE THROUGH, CLOSE GATE.
2. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
3. LOPE OVER POLES (RIGHT LEAD).
4. BREAK TO THE JOG, JOG OVER POLES.
5. JOG THROUGH SERPENTINE, JOG OVER POLES.
6. LOPE OVER POLES (LEFT LEAD).
7. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
8. LOPE OVER POLES (RIGHT LEAD).
9. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE AND STOP.
10. BACK BETWEEN POLES, BACK AROUND CORNER.
11. WALK OUT CHUTE, WALK OVER POLES.

**2023 CQHA  
SPRING BREAKOUT**

**SENIOR HORSES L2,L3  
SELECT - AMATEUR L2,L3**

**THURSDAY  
APRIL 20, 2023**



1. WORK GATE LEFT HAND, OPEN RIDE THROUGH, CLOSE GATE.
2. YOU MAY WALK FORWARD, THEN LOPE OVER POLES (RIGHT LEAD).
3. LOPE OVER POLES (RIGHT LEAD).
4. BREAK TO THE JOG, JOG OVER POLES.
5. JOG THROUGH SERPENTINE, JOG OVER POLES.
6. LOPE OVER POLES (LEFT LEAD).
7. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
8. LOPE OVER POLES (RIGHT LEAD).
9. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE AND STOP.
10. BACK BETWEEN POLES, BACK AROUND CORNER.
11. WALK OUT CHUTE, WALK OVER POLES.